

What is claimed is:

- 1        1.        A method comprising  
2                generating blurred copies of an object by applying multi-texturing to the object  
3                during one pass through a graphics processing pipeline.
- 1        2.        The method of claim 1, wherein generating blurred copies of the object by  
2                applying multi-texturing to the object during one pass through the graphics processing  
3                pipeline comprises:  
4                        generating a texture and shifting the texture with respect to the object before  
5                        applying the texture to the object.
- 1        3.        The method of claim 2, further comprising displaying the blurred copies of the  
2                object on a visual display.
- 1        4.        The method of claim 3, wherein generating blurred copies of the object by  
2                applying multi-texturing to the object during one pass through the graphics processing  
3                pipeline, comprises applying bump texturing to the object.
- 1        5.        The method of claim 1, wherein generating blurred copies of the object by  
2                applying multi-texturing to the object during one pass through the graphics processing  
3                pipeline further comprises displaying the blurred copies of the object on a visual display  
4                coupled to a communication device.
- 1        6.        A method comprising:  
2                acquiring a graphical user interface object including associated texture;  
3                generating one or more shifted instances of the associated texture;  
4                blending the one or more shifted instances of the associated texture to produce a  
5                blended texture;  
6                shifting the blended texture to obtain a blended and shifted texture;  
7                applying the blended and shifted texture to the graphical user interface object; and

8                   blending the graphical user object with a background.

1       7.       The method of claim 6, wherein acquiring a graphical user interface object  
2       comprises acquiring a graphical user interface window.

1       8.       The method of claim 7, wherein blending the graphical user object with the  
2       background, comprises blending the graphical user interface window with one or more  
3       background windows.

1       9.       The method of claim 8, wherein blending the graphical user interface window  
2       with one or more background windows, comprises blending the graphical user interface  
3       window with one or more web page windows.

1       10.      The method of claim 6, wherein blending the graphical user object with the  
2       background comprises adding the graphical user object to the background.

1       11.      A machine readable medium having machine executable instructions for  
2       performing a method comprising:  
3               generating one or more shifted instances of an object; and  
4               blending the object and the one or more shifted instances of the object to obtain a  
5       blended object.

1       12.      The machine readable medium having machine executable instructions for  
2       performing the method of claim 11, further comprising displaying the blended object on  
3       a visual display.

1       13.      The machine readable medium having machine executable instructions for  
2       performing the method of claim 11, further comprising blending the blended object with  
3       a background.

1 14. The machine readable medium having machine executable instructions for  
2 performing the method of claim 11, further comprising displaying the blended object  
3 with a background.

1 15. The machine readable medium having machine executable instructions for  
2 performing the method of claim 14, wherein displaying the blended object with a  
3 background comprises displaying the blended object with a background on a  
4 communication device.

1 16. A graphics pipeline comprising:  
2 a texture memory in which to store texture information; and  
3 a graphics processor coupled to the texture memory, the graphics processor to  
4 process the texture information by shifting and blending the texture information in one  
5 pass through the graphics processor to obtain shifted and blended texture information.

1 17. The graphics pipeline of claim 16, wherein the shifted and blended texture  
2 information is applied to a graphical user interface object.

1 18. The graphics pipeline of claim 17, wherein the graphical user interface object  
2 comprises a graphical user interface window.

1 19. The graphics pipeline of claim 16, wherein the graphical user interface object  
2 when displayed on a visual display provides the illusion of motion.

1 20. The graphics pipeline of claim 17, wherein the graphical user interface window  
2 when displayed on a visual display provides the illusion of motion.